The Count d'Artois plays deep at quinze and whist; he has lost much, and on that account hazard is forbidden. The games in use here are billiards, trictrac, quinze, whist, reversi, and trente-et-quarante, which concludes the night. At the *jeu de la reine*, which is held from seven till nine on Sundays and Thursdays, all the Court comes to crowd a room too small for such an assembly.

A lotto table is formed, of ladies in hoops, for the amusement of Madame. Other small parties are made in the corners. The King's brothers play whist; the Queen plays *trictrac* in a window, but she is continually staring about, talking and laughing. Her voice is not musical; her size of the fullest; she is very fat, and her features begin to be strongly marked. Madame d'Artois looks like a starved witch. At the end, the Queen rises and speaks to the ladies; all play ceases, and away she walks to supper at Madame's, where the royal family always meet to sup, unless the King has a supper in his cabinet.

The courtiers meet daily at 1'CEil de Boeuf about nine, and then crowd the King's

bedchamber
a moment before supper. If he has a *souper de*
cabinet, a *valet de chambre* comes out with a list
of twelve names in the King's own handwriting,
which he calls over, and the favoured ones go in.